

# COOL CYBER GAMES



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# Milestone 3 Completed Tasks

Task	Complete	Anthony	Matthew	Ben	Brice
Enhance website UI further	100%	X	X	-	-
Implement API connections for game 1	25%	X	X	-	-
Distribute and collect survey results	25%	X	X	X	X
Implement Test Demo Game 2	100%	X	-	-	-
Implement Test Demo Game 3	100%	-	-	X	-
Implement Test Demo Game 4	100%	-	-	-	X

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# Milestone 3 Task Discussion





# Enhancing the Site

## Added Key Features

- Game panels and previews
- Dashboard Page
- Leaderboard Page
- Homepage Interactiveness

## Improved UX/UI

- More visually appealing
- Align more with our goal
- Simplified navigation





# Malware Maze

- Modified design and logic based on last milestone feedback
- Finished polishing animations, textures, and sounds
- Added Final Boss (Phishing Test)
- **TO DO:** Score + Progress Tracking via HTTPS + Node Server +  
mongoDB + JWT token





# Master the Password

Top-down 2D adventure game that teaches players about password security and brute force attacks.

- Created two towns to explore
- Added NPC tasks and dialogue
- Created chest reward system
- Inserted a final UI style password game at end of level
- **TO DO:** Save tracking to store what level you are on. Add more levels, characters, and learning.



# Web Quest

- Use platforms to teach players about safe browsing. (example would be moving platforms represent how certificates are verified from client to server or how untrusted platforms would spawn enemies. (unsafe websites are platforms and enemies are pop-ups).

- In game rewards such as the diamonds represent what players want. We can compare this to illegal streaming sites. People want to watch a movie but don't want to pay money.

- Goal of the game is to acquire the most points possible. Points are not only rewarded based on item collection. Points will also be awarded for being safe. It's up to the play to decide the risk. Much like it is up to a person to decide how much they want to compromise their security for a reward.





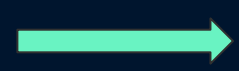
# File Detective

- **Goal:** Players take on the role of a junior cyber detective whose job is to inspect mysterious files and decide whether they're safe or suspicious by using fun, visual tools that simulate real-world cybersecurity concepts in a beginner-friendly way.
- It turns a dry topic (file safety) into a fun challenge.
- It subtly teaches real-world skills (recognizing shady files, not blindly trusting icons or names).
- It can be played in short bursts, perfect for classrooms or workshops

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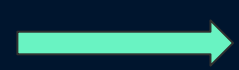
# Demo

Cool Cyber Games



<https://coolcybergames.com>

Master the Password



<https://youtu.be/jWoGV1jN17U>

# File Detective Demo





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# Milestone 4

## Future Tasks



Task	Anthony	Matthew	Ben	Brice
Finish connecting Malware Maze to the backend and frontend	25%	75%	-	-
Started development of the next game(5)	-	100%	-	-
Complete development of game 2	100%	-	-	-
Complete game 3 and start data collection	-	-	100%	
Complete development of game 4	-	-		100%
Complete Dashboard and Leaderboard Website pages	-	100%	-	-



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# Milestone 4 Task Discussion

# Tasks Discussion



- **Malware Maze API connections** - Points/Achievements from the game display on the frontend (dashboard, leaderboard)
- **Game 5 development** - Have core gameplay, mechanics, art, and UI done
- **Complete 'Master the Password'** - Develop and Polish into a fully playable experience by adding 3 more levels that integrate more areas of password security, as well as including symbols and letters.
- **Complete Web Quest** - Develop and Polish into a fully playable experience
- **Complete File Detective** - Develop and Polish into a fully playable experience
- **Dashboard and Leaderboard pages** - UI finalized and up and running with data from current completed games



# Thank you!

Any Questions?

